IN THE CLAIMS:

1. (Currently amended) System for providing video images, comprising:

a video camera for providing video signals indicative of said video images captured by said video camera;

a first display, responsive to said video signals, for providing said video images for viewing by a first user;

an n-axis sensor, responsive to n-axis ~~first display~~ control motions caused by said first user, for providing an n-axis attitude control signal for controlling said video images captured by said video camera;

an n-axis platform having said video camera mounted thereon, responsive to said n-axis attitude ~~command~~ control signal, for executing n-axis platform motions emulative of said n-axis ~~first display~~ control motions; and

one or more second displays, responsive to said video signals, for providing said video images for viewing by one or more corresponding second users and responsive to said n-axis attitude ~~command~~ control signal for executing n-axis second display motions emulative of said n-axis ~~first display~~ control motions.

2. (Original) System, comprising:

at least one reality engine for providing an image signal indicative of images taken from various attitudes; and

a telepresence server, responsive to said image signal, for providing said image signal and an attitude control signal to at least one attitudinally actuatable display via a telecommunications network for attitudinally actuating said display for guiding a viewing attitude of a user and for displaying said images for said user of said at least one

attitudinally actuatable display for passively viewing said images from said various attitudes.

3. (Original) System of claim 2, wherein said telepresence server is for providing access to said reality engine for an active user of a display attitudinally actuatable by said active user for providing said attitude control signal to said reality engine and to said telepresence server.

4. (Original) System of claim 2, wherein said telepresence server is for providing access to said reality engine for a director.

5. (Original) Display device, comprising:

n-axis display platform, responsive in a passive mode to an attitudinal control signal, for guiding a user's head to execute attitudinal movements, and responsive in an active mode to attitudinal movements of a user's head for providing sensed signals indicative of said attitudinal movements; and

a display connected to said n-axis display platform, responsive to a video signal, for displaying images corresponding to said attitudinal movements.

6. (Currently amended) Method, comprising the steps of:

providing one or more video signals from one or more corresponding reality engines in response to one or more corresponding user control signals for controlling information contained in said one or more video signals; ~~and~~

providing said video signals to a plurality of users via a telecommunications network according to selection signals received over said network from said plurality of users wherein each selection signal is indicative of a reality engine selected

by a particular user and wherein said one or more reality engines are each selectable by multiple users but only controllable by one user control signal at a time[[.]] , and

displaying said video signals to said plurality of users by means of corresponding display devices, each display device comprising:

an n-axis platform, responsive to one of said video signals containing an attitudinal display control signal, for executing attitudinal movements; and

a display connected to said n-axis display platform, responsive to said one of said video signals, for displaying images corresponding to said attitudinal movements and for guiding a user's head to execute attitudinal movements.

7. (Previously presented) The method of claim 6, wherein at least one of said plurality of users is able to use said at least one reality engine as an active user, that is, by providing a user control signal for controlling said at least one reality engine and, alternatively, to use said at least one reality engine as a passive user, that is, without providing any user control signal for controlling said at least one reality engine.

8. (Previously presented) The method of claim 6, wherein at least one of said one or more user control signals is provided over said network by an active user for actively controlling a corresponding reality engine.

9. (Previously presented) The method of claim 8, wherein said active user is also able to use said reality engine as a passive user, that is, without providing any user control signal for controlling said reality engine.

10. (Previously presented) The method of claim 8, wherein multiple users selecting said reality engine actively controlled by said active user only provide selection signals and are not providing any control signals and are therefore passive users of said reality engine.

11. (Previously presented) The method of claim 6, wherein at least one of said one or more control signals is provided over said network by a remote director user for remotely controlling one or more corresponding reality engines.

12. (Previously presented) The method of claim 11, wherein multiple users selecting a remotely controlled one of said reality engines actively controlled by said remote director user only provide selection signals and are not providing any control signals and are therefore only passive users of said remotely controlled reality engine.

13. (Previously presented) The method of claim 6, wherein at least one of said one or more control signals is provided by a local director user for locally controlling one or more corresponding reality engines.

14. (Previously presented) The method of claim 13, wherein multiple users selecting a locally controlled one of said reality engines actively controlled by said local director user only provide selection signals and are not providing any control signals and are therefore only passive users of said locally controlled reality engine.

15. (Currently amended) Apparatus, comprising:

at least one reality engine for providing at least one corresponding video signal in response to an active user control signal; and

a telepresence server, responsive to said at least one corresponding video signal and to selection signals from a plurality of users via a telecommunications network, for providing said one or more video signals to said plurality of users via said telecommunications network according to said selection signals wherein said active user control signal is from one of said plurality of users controlling said reality engine actively while others of said plurality of users are without active control of said reality engine but rather use the reality engine passively, according to the control of said one user, wherein one or more of said users without active control of said reality engine use the reality engine passively by means of a display connected to an n-axis display platform for displaying images corresponding to attitudinal movements of the n-axis display platform by which said user's head is guided to execute attitudinal movements.

16. (Previously presented) The apparatus of claim 15, wherein said one user is also able to use said reality engine as a passive user, that is, without providing said active user control signal while another user of said plurality of users provides said active user control signal.

17. (Previously presented) The apparatus of claim 15, wherein at least one of said one or more control signals is provided over said network by a remote director user for remotely controlling one or more corresponding reality engines.

18. (Previously presented) The method of claim 15, wherein at least one of said one or more control signals is provided by a local director user for locally controlling one or more corresponding reality engines.

19. (Previously presented) The apparatus of claim 15, wherein said active user control signal can come from any one of said plurality of users any one of which is also able to use said reality engine as a passive user, that is, without providing any user control signal for controlling said reality engine while another user of said plurality of users provides said active user control signal.

20. (Previously presented) System for communicating images over a network, comprising:

an n-axis platform, responsive to a control signal received over said network, for executing n-axis motion;

a camera mounted on said n-axis platform for providing a video signal over said network;

a plurality of displays, each responsive to said video signal received over said network, each for displaying video imagery corresponding to said video signal; and

a plurality of input devices corresponding to said plurality of displays, responsive to corresponding display user input, for providing said control signal over said network, but only one such control signal effective at a time.

21. (Cancelled)

22. (Previously presented) The device of claim 28, further comprising:

a third platform part (198) within which said second platform part is rotatably mounted for rotation about a third (y-) axis (200).

23. (Previously presented) The device of claim 28, wherein said first and second axes are perpendicular.

24. (Previously presented) The device of claim 29, wherein said first, second, and third axes are mutually perpendicular.

25. (Cancelled)

26. (Previously presented) The device of claim 28, further comprising display viewports (176, 178) on said display for use by a user in placing eyes thereon.

27. (Cancelled)

28. (Previously presented) A display device (163), comprising:

a display (164) mounted on a first platform part (180) rotatable (168) about a first (z-) axis (170);

a second platform part (185) within which said first platform part is rotatably mounted for rotation about a second (x-) axis (190); and

at least one of a first motor (182) and first sensor (184) fixed in or to said first platform part (180) for rotationally driving and sensing rotations, respectively, of said first platform part about said first (z-) axis (170).

29. (Previously presented) A display device (163), comprising:

a display (164) mounted on a first platform part (180) rotatable (168) about a first (z-) axis (170);

a second platform part (185) within which said first platform part is rotatably mounted for rotation about a second (x-) axis (190);

a third platform part (198) within which said second platform part is rotatably mounted for rotation about a third (y-) axis (200); and

at least one of a first motor (182) and first sensor (184) fixed in or to said first platform part (180) for rotationally driving and sensing rotations, respectively, of said first platform part about said first (z-) axis (170).

30. (Previously presented) The device of claim 29, further comprising at least one of a second motor (192) and second sensor (194) fixed in or to said second platform part (185) for rotationally driving and sensing rotations, respectively, of said second platform part about said second axis.

31. (Previously presented) The device of claim 30, further comprising at least one of a third motor (202) and third sensor (204) fixed in or to said third platform part (198) for rotationally driving and sensing rotations, respectively, of said second platform part (180) about said third (y-) axis (200).

32. (New) A display device (163), comprising:

a display (164) mounted on a first platform part (180) rotatable (168) about a first (z-) axis (170), said display having hand grips (172, 174) for use by a user in placing hands thereon; and

a second platform part (185) within which said first platform part is rotatably mounted for rotation about a second (x-) axis (190).

33. (New) The device of claim 25, further comprising display viewports (176, 178) on said display for use by a user in placing eyes thereon.